The New Generation of MANGA ARTISTS

Vol. 2

THE Gensho Sugiyama PORTFOLIO

From the Publisher of HOW TO DRAW MANGA

WHITE

BLACK

BLUE

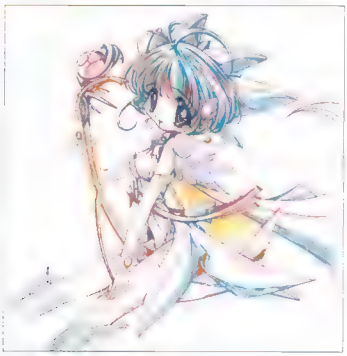
RED

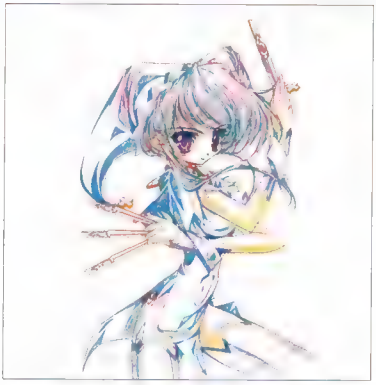
ORANGE

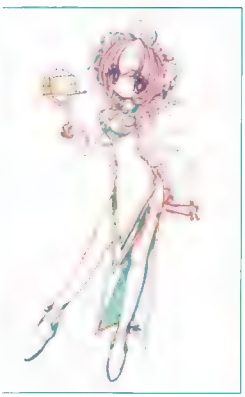
GREEN

□ YELLOW □

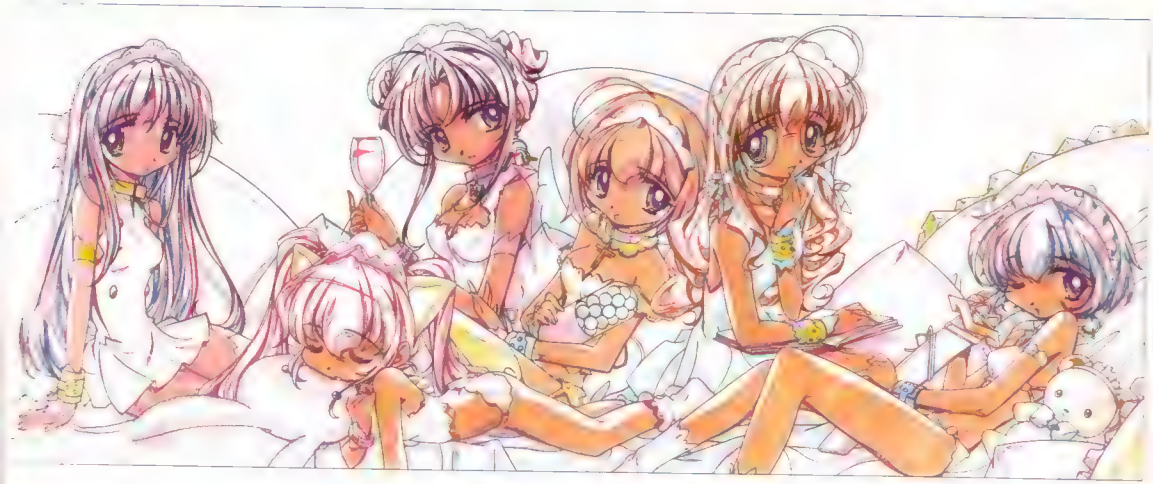
PURPLE







NIGHT TIME



ALBUM
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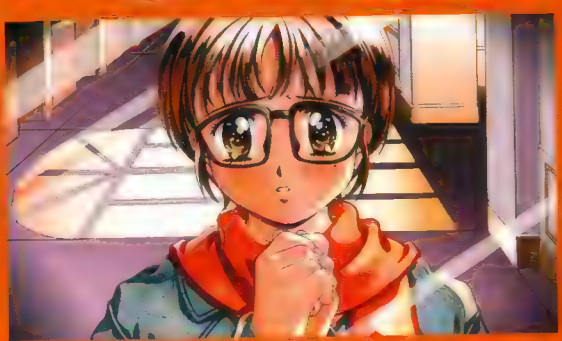
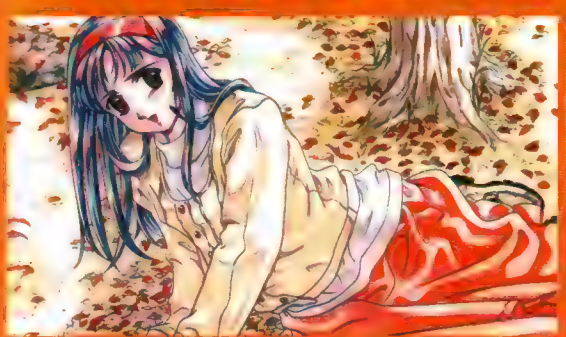
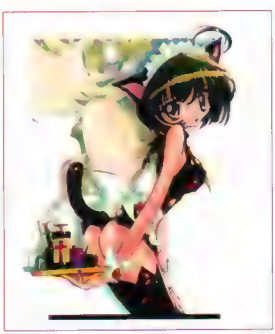
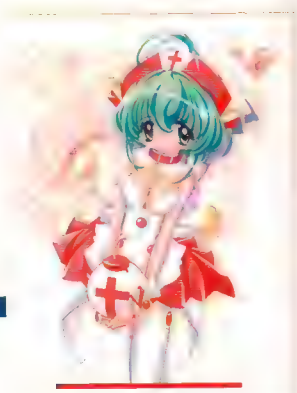




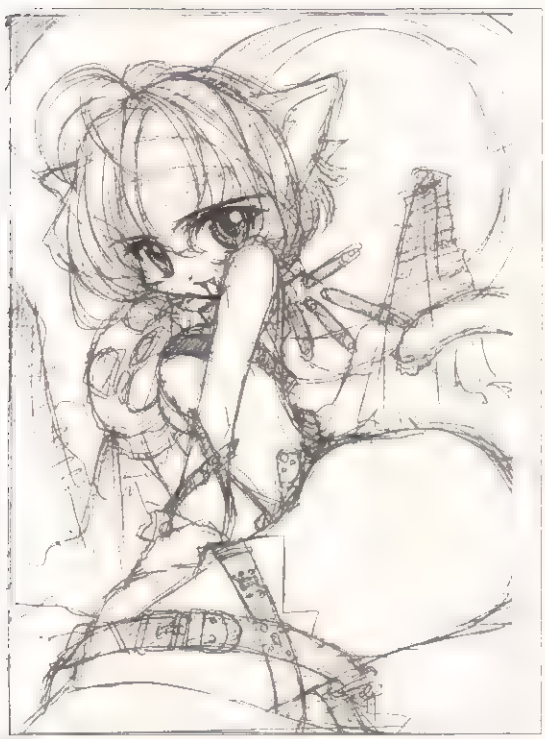




The Artist's **Sketchbook**

Rough Sketch and Ideas

I did many rough sketches trying to figure out what kind of picture would best suit the cover of my collection. I drew cat ears 1 and a nurse 2 thinking that something catchy would be good. However, since these did not seem to suit a cover page I tried drawing an elf-type maid. Thinking that this was more like it, I decided to do either a neat character or something cute with a matching expression, and ended up with a two-character composition 3. Since I drew the picture with more detail and lace than usual, the painting staff had a hard time. The completed version has a finished background, but the actual cover features a white background to make the characters stand out.



1

2

Completed illustration

3

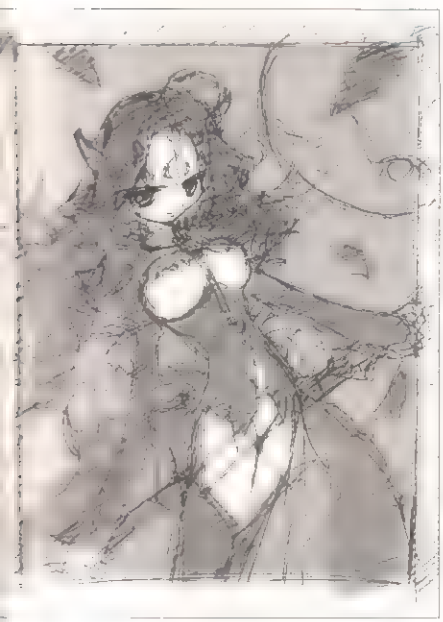
4

Comments by the Artist

Since I was allowed to do as many as eight pages for my new illustrations, I wanted to use color as the concept and draw the illustrations based on each of eight colors. Then when I started drawing I found it very difficult to apply something to each of the colors. So I decided to do the drawings in pairs on the same theme forming full spreads of contrasting color.

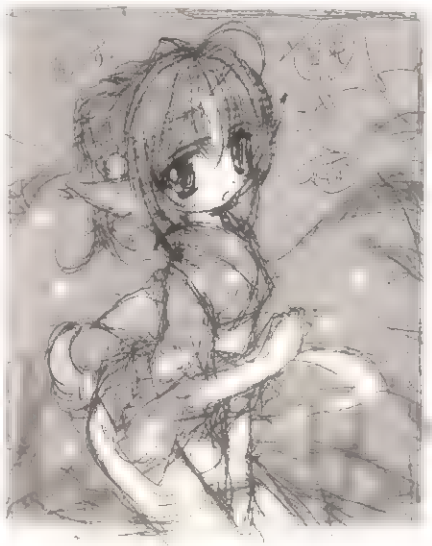
WHITE

With the first color, white, I imagined doing a sympathetic character with long white hair that was angel-like rather than human. I drew the white egg to represent a blank page that has yet to be drawn upon, like the hope of producing a good picture. I wanted to create something with a transparent feeling which was also light, something that is rare for my illustrations.



BLACK

As a contrast to the white, I drew a fiendish character hatching out of a black egg. Even though it was evil, I still wanted to make it cool enough so that I would not be too scary for some people. The character is wearing a tight bondage-like costume with a fearless smile. I think black clothing has a sexiness that you cannot get with white.



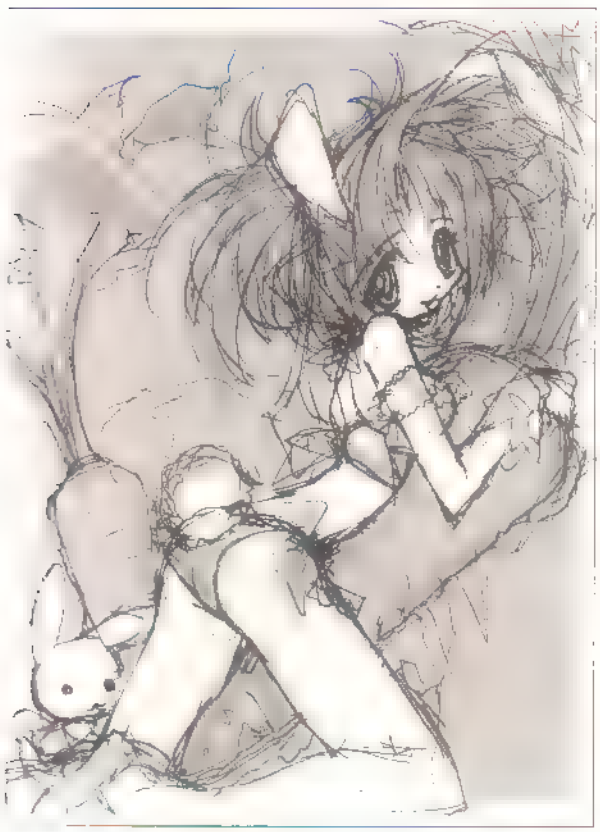
BLUE

For the blue picture, water came to mind, and I decided to draw something that combined water with the bluish-white luminescence of moonlight. Since the black and white featured strong fantasy colors, I decided to do a Japanese image for this one, creating a character wearing a sky-blue *yukata* kimono. Then I put the character in the pond and chose colors to play up the fireflies and moonlight. The image is a fox-eared girl bathing in the moonlight.

RED

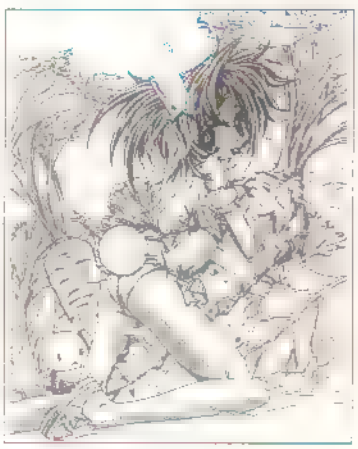
Since I did the blue picture in a Japanese style, I decided to also do the contrasting red picture in the same theme, making the clothing red. I remembered that Japanese shrine maidens wear red clothing, and to give the scene even more red, I drew a black-eared cat girl on a carpet of fallen red leaves. To strengthen the Japanese theme I used regular rectangles in the background to create the image of a *shoji* screen. By using the Japanese subject matter I was able to contrast the red and blue nicely.

Comments by the Artist



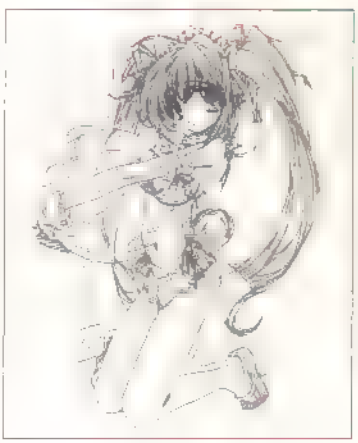
ORANGE

Orange is the contrast to green, but I had trouble with the idea of doing an illustration of a character wearing a swimsuit. I remembered the editor's suggestion of doing a bunny character for one of the colors, and I did a rough sketch of a rabbit and carrot combination. Since a carrot by itself would be kind of boring, I also added other vegetable-type plants, and even gave the stuffed toy rabbit a carrot to hold. I'm glad it turned out more refreshing than I had expected.



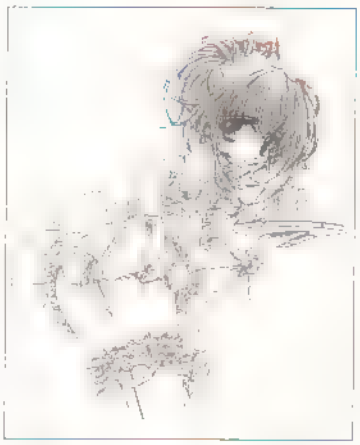
GREEN

Since I was asked by Melon Books to draw a picture that matches green just as I was preparing this set of new illustrations, I asked them if I could use the drawing for this collection. Therefore, I would like to thank them for their kind permission. The character is Melon-chan, the mascot for Melon Books. Since they told me I could do anything I wanted, I drew a maid wearing a very suitable swimsuit that is simple and catchy. The melon beach ball and ribbon are clear, placing importance on a light quality.



YELLOW

Slightly visible panties became the common theme for the purpl and yellow at the request of the editor who wanted a sexy feeli for the yellow. I tried modern costumes for the final two colors since I had drawn fantasy and Japanese themes for the other pictures. The yellow waitress uniform is a bit showy, but it might still fit in at a family restaurant. I conceived and drew this waitre character based on the work, "Final Romance."



PURPLE

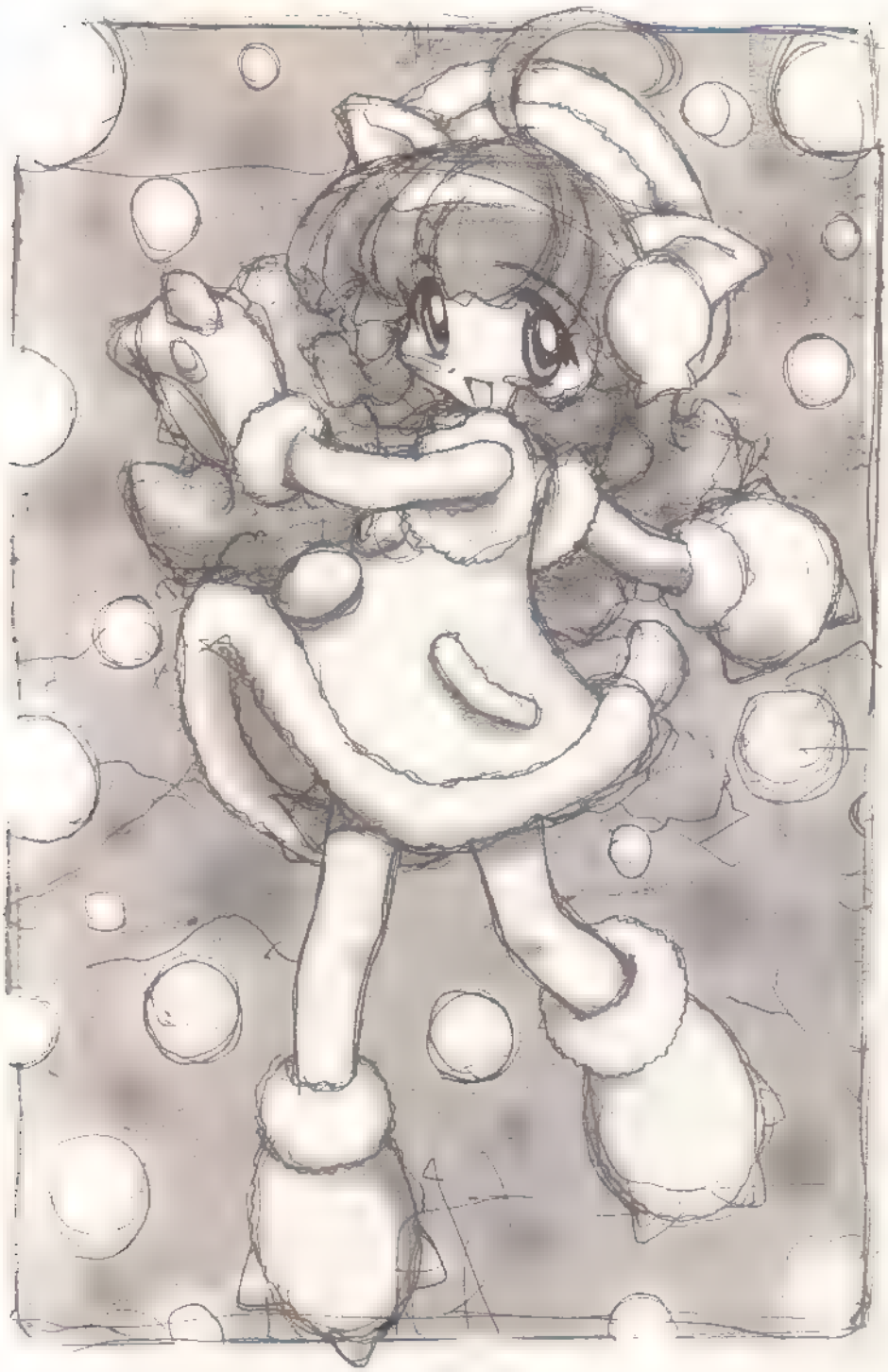
For the purple to contrast the yellow, I decided on a female studen a modern character. I designed and drew a lot of illustrations of female junior and senior high school students when I worked on "Final Romance" and "Photogenic." Recently I have been doing mostly fantasy and maid drawings, but I went back to schoolgirls fo this one. I thought up and drew a still image with purple while maintaining slightly visible panties. I tried making a character that not another cute Lolita type, while still drawing the loose socks tha did not want to draw at the time.

Comments by the Artist

I received a request for this illustration, which was to be used for promotional purposes and would be distributed as a complementary gift to those who purchased a boxed set of trading cards.

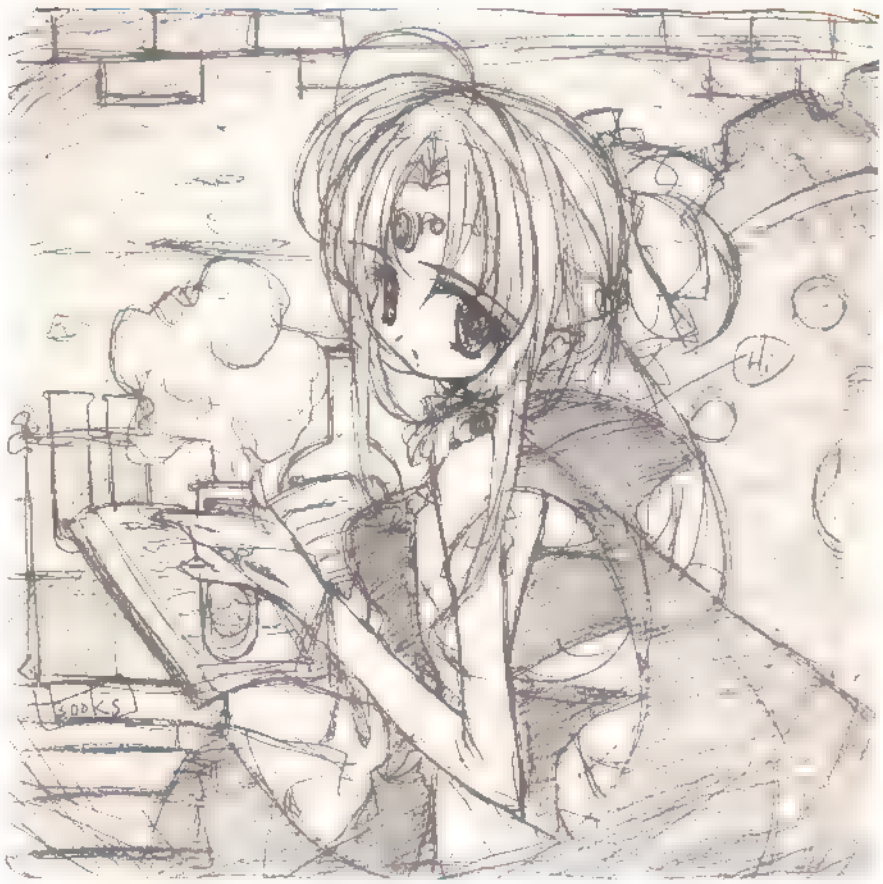
I had previously created a young female character in a maid uniform with cat ears, which had been very enthusiastically received by the public, so I was requested to design this card with the same character. I was aiming for a simple design that was simultaneously charming and girlish. Since this card was intended for promotional use, no particular setting had been determined, so I created this ornamental framing for the background that would emphasize the character.

Comments by the Artist



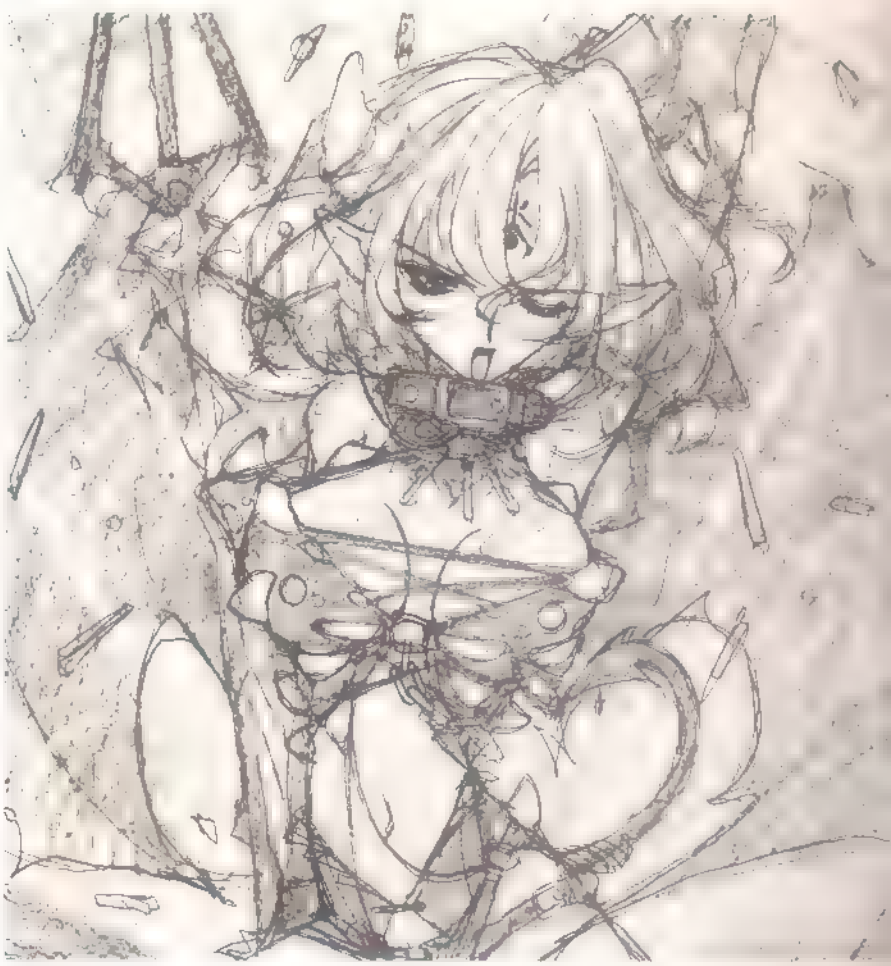
◀ This is a character I designed in relation to Fancia, a video game project where the player raises a kitten. The game was developed by AIC (Anime International Company), a huge name in the animation world. I created this artwork for a limited-edition telephone card being sold by AIC on its official website.

▶ Since it was winter at the time, I opted for a costume different from that used for the game and dressed the character in a winter coat. My conception was to show the effervescent Fancia surrounded by snow, so I designed the layout accordingly and made the background pink to give it a decorative, cotton-candy-ish feel.



◀ This is one card from AQUARIAN AGE. This character is supposed to be this composed and detached female alchemist, so I thought giving her a girlish physical appearance would provide an interesting contrast to these aspects of her personality.

I was instructed to show her wearing a red apron and holding a test tube, so I gave her a skimpy costume that featured a red apron and positioned her facing toward the side to expose her rear to the viewer. I consider adding sensual elements a key ingredient and wanted to avoid depicting her solely from a frontal view.

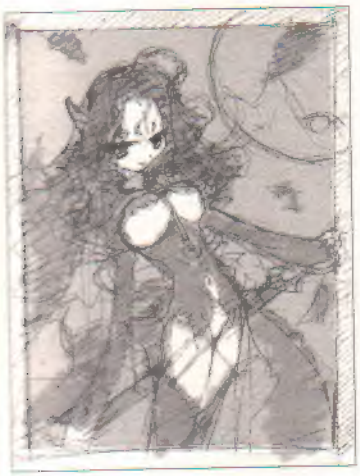


This is another card from the popular trading card series, AQUARIAN AGE. Up until this card, I had been responsible for the artwork on a countless number of cards from the series, but the vast majority of characters had been rather youthful. So, for this card, I made a specific point of selecting a character that was more grownup. ▶

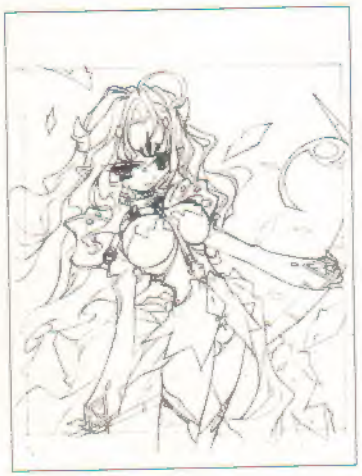
The character was designed to be a beautiful she-demon, so I envisioned her rising forth from the netherworld. I wanted her to wear seductive clothing, so I based her costume's design on bondage and fetish wear.

Step-by-step

Creation of the BLACK Illustration



Step 1



Step 2

Step 1: Rough Sketch

Before doing an illustration a rough sketch is needed. Usually I draw a concept sketch based on the order I receive, but this time it was more difficult, as I had to choose my own theme for the new illustrations. I decided to do spreads on the theme of eight colors. Since the black was an image of a fiendish character hatching from a black egg, in contrast to the white, I did the rough sketch using the force of a running pencil. Rather than thinking as I draw, I let the composition form naturally and it just suddenly comes to me. It is difficult because it is something that you cannot control with your own will, as the drawing feels like it is coming from some place else. On bad days I end up with a lot of rejected sketches, no matter how hard I tried and at times like that it is best to just go to bed. However, when there is no time left, this can lead to panic, which is kind of scary.

Step 2: Design

Using the rough sketch as a basis, the design stage involves picking out the best lines from the many lines in the rough sketch. To give an exaggerated example, it reassembles a sculptor chiseling away at a piece of wood to reveal the figure that only the sculptor can see. When the lines are determined, the design is created while also considering the costumes and accessories. Since it involves fixing up the parts of the sketch that were done absentmindedly, when parts remain unclear, I look for good material to use and draw it in.

Step 3

Step 3: Tracing

The tracing stage involves using a 2B pencil to clean up the underlying image with single lines. Since we always have specialized tracing staff I leave this work to them except for the facial features. I don't like leaving the outline of the eyes and mouth to someone else, so I do this tracing myself. Tracing is an important job that must be done carefully so as not to lose the qualities of the original drawing.

Step 4: Shading

After the traced image has been copied, the shading designation is done for the computer graphics staff using colored pencils. Shading is more than just basic shadow definition, and must give a good indication of the actual finished work, so that the image is easy to convey for adding color. Many different colored pencils are needed to indicate the appropriate shading for hair, shin, and clothing. Some of the colored pencils get used quite a bit, so we need to keep a good supply of them.

Step 4

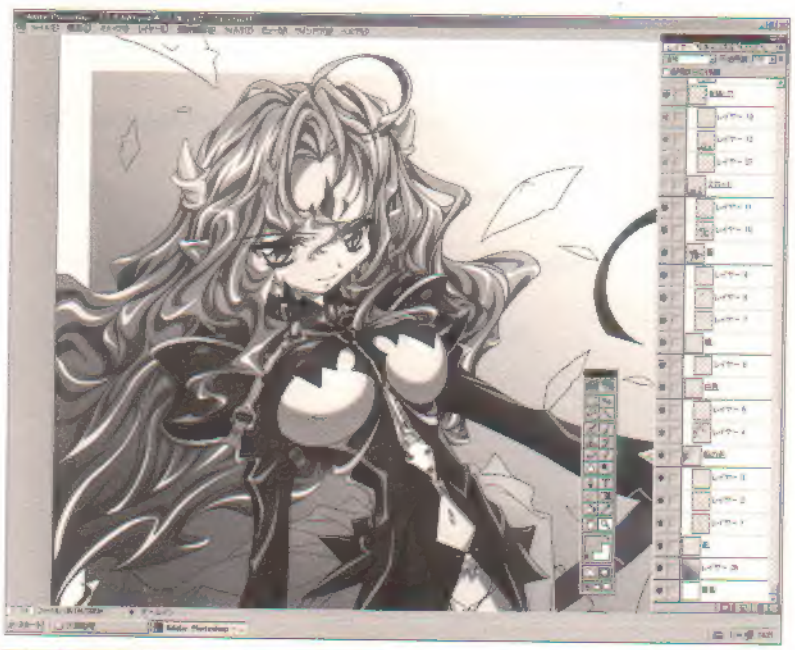
Step 5

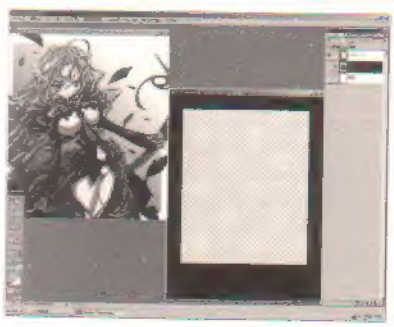
Step 5: Coloring

As an additional reference for the computer graphics coloring staff, I also create a sample of the approximate colors for each part. When working with computer graphics staff that I have known for a long time, I can usually explain in words what I want and it turns out just as I had envisioned, which is great. Personal compatibility is quite important for this operation. The coloring designation for these new illustrations was done with just a verbal explanation.

Step 6: Adjustment

Next I need to adjust the coloring that has been produc
The coloring is detailed in separate layers using PhotoSh
which allows me to regulate the contrast and color bala
for everything from the hair color to highlights in the ey
Adjustment was important for these new illustrations be
each of the theme colors were present in the surroundin
frames. Sometimes I even end up changing a color comp
For example, for the red illustration I requested a pink f
hair to match the red theme color, but it ended up blend
too well overall, so I changed it to a different color.





Step 6

Step 7: Completion

Profile of Gensho Sugiyama

Gensho Sugiyama

■Place of Birth: Tokyo
■http://www.lilac.cc/~gensho/

After studying animation at Studio Pierrot, Sugiyama became a freelance illustrator, receiving orders for illustration and design work through an advertising agency. His most important works include the mascot character design for the Daiei Hawks professional baseball team in Japan, cover illustrations for Kawasaki Heavy Industries pamphlets, and character designs for Seika Note, a Japanese stationery company. Sugiyama entered the Setsu Mode Seminar to study fashion design in 1992. While pursuing post-graduate work he did illustration for game media and character design, which he continues today.

■**Main Work in Game Media**

Photogenic (Sunsoft)
Princess Quest (Increment P) at AIC
Supervision of original planning, design, and visual for Fancia
AQUARIAN AGE card game series sold by Broccoli
Reader participation planning for the current Media Works edition of Dengeki-Hime
Original planning and supervision of "Maids in Dream"
Currently also involved in new game creation

■**Other Important Work**

Maids in Dream	Now in serial publication in monthly magazine, Dengeki-Hime (Media Works)
AQUARIAN AGE series	Popular trading card game (Broccoli)
Fancia	A kitten-rearing simulation game, Fancia
Photogenic	Love photo simulation game
Princess Quest	Adventure RPG

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